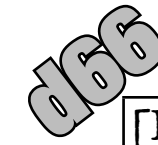


FANTASY SKIRMISH GENERATOR V.2

1. Scenarios which consist of a warband vs. a story element, use this formula:
This tale of [Plot Chart] Takes place [Chart B] [Chart A] [Chart C] Against [Enemy]

2. Scenarios which consist of a warband vs. a warband, use this formula:
D3 Warbands Skirmish [Chart B] [Chart A] [Chart C] Over [Chart D]



[PLOT CHART] (ROLL D66)			
11	Revenge	41	Treasure Hunting
12	Investigation	42	Espionage
13	Exploration	43	Open Warfare
14	Rebellion	44	Ambush
15	Assassination	45	Kidnapping/Rescue
16	Referee's Choice (or Reroll)	46	Referee's Choice (or Reroll)
21	Destruction	51	Escort
22	Delivery	52	Escape
23	Thwarted Plan	53	Protection
24	Rivalry	54	Mystery
25	Temptation	55	Ascension
26	Metamorphosis	56	Treason
31	Sacrifice	61	Misfortune
32	Ambition	62	Jealousy
33	Erroneous judgement	63	Loss & Regret
34	Familial Violence	64	Reroll
35	Accidental Violence	65	Reroll
36	Hubris	66	Roll 2 and mix



FANTASY LOCATION [CHART A1]							
Roll 1d6. If the number is even, the location is outdoors. If the number is odd, the location is indoors.							
	<i>Even</i>			<i>Odd</i>			
11-13	Plains (Sparse)	Out Doors - [B1 Chart]	Out Doors - [C1 Chart]	11-13	Sewer	In Doors - [B2 Chart]	
14-16	Plains (Dense)			14-23	Dungeon	[Chart C3]	
21-23	Mountains (Slope)			24-33	Ruins		
24-26	Mountains (Top)			34-42	Castle	[Chart C4]	
31-33	Desert (Sparse)			43-46	Mine		
34-36	Desert (Rocky)			51-66	Town	Town - [B3 Chart]	In Town - [C2 Chart]
41-42	Woods (Clearing)						
43-44	Woods (Edge)						
45-46	Woods (Dense)						
51-53	Swamp						
54-56	Cliffs/Canyon						
61-62	Mixed (Roll Twice)						
63-66	Special Terrain SWW						



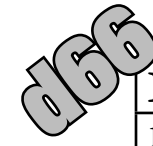
OUT DOOR DESCRIPTION [CHART B1]	
	<i>In the...</i>
1	Lifeless
2	Barren
3	Desolate
4	Cursed
5	Serene
6	Hostile



IN DOOR DESCRIPTION [CHART B2]				
	<i>Even</i>		<i>Odd</i>	
	<i>In a (an)...</i>			
1	Foul	1	twisted	
2	hostile	2	secret	
3	abandoned	3	Charred	
4	infested	4	Diseased	
5	Malevolent	5	Mysterious	
6	magical	6	Cursed	



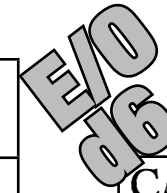
IN TOWN DESCRIPTION [CHART B3]				
	<i>Even</i>		<i>Odd</i>	
	<i>In a (an)...</i>			
11-13	Rundown	11-13	Unsettling	
14-16	hostile	14-16	Corrupt	
21-23	abandoned	21-23	Violent	
24-26	bustling	24-26	Glorious	
31-33	wealthy	31-33	Festive	
34-36	peculiar	34-36	Forboding	
41-43	Wretched	41-43	Diseased	
44-46	Shady	44-46	Rural	
51-53	Sprawling	51-53	Besieged	
54-56	Down-trodden	54-56	Nondescript	
61-66	Astonishing	61-66	Reroll	



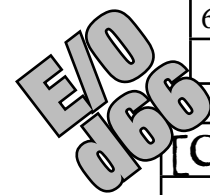
IN TOWN LOCATION MODIFIER [CHART C2]			
11	Mill	41	Warehouse
12	Merchant Quarter	42	Alleyway
13	Town Square	43	Brothel
14	Pub	44	Brewery
15	Blacksmith	45	Town hall
16	Guard house	46	Stables
21	Church	51	Graveyard
22	Common home	52	Estate
23	Gambling Hall	53	Gardens
24	Carrot patch	54	Fair grounds
25	Old well	55	Carriage house
26	Old mill	56	Servants wuarters
31	Barracks	61	Wizards tower
32	Inn	62	Alchemy lab
33	Bakery	63	Chicken coop
34	Ship Yard	64	City Gates
35	The Docks	65	The Gallows
36	The secret passage...	66	Roll 3 times, pick one.



DUNGEON MODIFIER [CHART C3]	
	<i>Full of...</i>
1	Mystery
2	[Minions]
3	Illusions
4	Dark magics
5	Treasure
6	Shadows
	Traps



CASTLE MODIFIER [CHART C4]				
	<i>Even</i>		<i>Odd</i>	
	<i>Belonging to...</i>			
1	A friendly ruler	1	An unknown foe	
2	A hostile ruler	2	A rival warband	
3	A necromancer	3	Ghosts of fallen warriors	
4-6	[Minions]	4-6	[Enemy]	



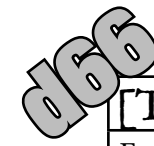
[CHART D]				
	<i>Even</i>		<i>Odd</i>	
11-16	Territory	11-16	A hostage	
21-26	Gold	21-23	A message	
31-36	A building	24-26	Liquor	
41-43	A strategic position	31-36	Trade rights	
44-46	A relic	41-46	A caravan	
51-53	Old magics	51-56	Cursed Item	
54-56	Rumors	61-66	Valuable documents	
61-66	A [Town's Person]			



OUT DOOR MODIFIER [CHART C1]	
11-13	Fog
14-16	Dawn
21-26	Sunny Day
31-36	Moonless Night
41-42	Dusk
43-44	Clouds of Ash
45-46	Sand/Dust storm
51-52	Strong Winds SWW
53-54	Heat Wave SWW
55-56	Light Rain SWW
61-62	Heavy Rain SWW
63-64	Thunderstorm SWW
65	Snow SWW
66	Magical Storm SWW



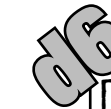
[ENEMY] CHART				
	<i>Even</i>		<i>Odd</i>	
11	Local Politician	41	Jilted Ex Lover	
12	Mercenaries	42	Bounty Hunters	
13	Religious leader	43	Scavengers	
14	Military leader	44	Rival Race (elves, dwarves, etc.)	
15	Guild Member	45	Referee's Choice	
16	Highwayman	46	Conspiracy: Roll Twice	
21	Crime boss	51-56	[Royalty]	
22	Cult Leader	61-66	[Minion] Leader	
23	Evil Wizard			
24	Slave Traders			
25	Drunken Troublemakers			
26	Rebel Leader			
31-36	[Town's Person]			



[TOWNS PERSON] CHART			
For Whatever you might need a towns person for...			
11-12	An old farmer	41-42	Prostitute
13-14	Poor laborer	43-44	Faithful Servant
15-16	Young Soldier	45-46	Known Scoundrel
21-22	Pretty Barmaid	51-52	Shopkeeper
23-24	Retired Veteran	53-54	Greedy Banker
25-26	Blind Begger	55-56	(1-3) beloved priest. (4-6) Corrupt clergyman
31-32	Gossiping Busybody	61-62	Captain of the Guard
33-34	Retired Pirate	63-64	Highwayman
35-36	Town Drunk	65-66	Militia Leader



[MINIONS] CHART				
	<i>Even</i>		<i>Odd</i>	
1	Undead	1	Orcs	
2	Kobolds	2	Ratmen	
3	Lizardmen	3	Misc. Monsters	
4	Goblins	4	Elementals	
5	Cultists	5	Insect Swarms	
6	Roll Twice on minion chart	6	Roll Twice on minion chart	



[ROYALTY] CHART	
1	The King
2	The Queen
3	The Prince
4	The Princess
5	The Duke
6	The Marquis

INSTRUCTIONS

Choose a sentence structure to use for your scenario based on whether or not the battle will be between multiple evenly matched warbands (i.e. a campaign) or a single warband versus an enemy determined by the scenario.

Proceed to roll and fill in the blanks until you have an evocative story prompt which can be used to build a refereed scenario.

The most important rule, when confronted with multiple lettered charts (A,B,C, etc.) always work in alphabetical order.

ROLL TYPES

d6
Roll a single d6 for a number between 1-6.

d66
Roll 2 dice, deciding before the roll which dice will be the first digit and which dice will be the second digit for a number between 11-66.

E/O
Roll a single d6. If the result is Even, roll on the even side of the chart. If the result is Odd, roll on the odd side of the chart. This roll is usually followed by a d6 or a d66 roll on the appropriate side of the chart.